

FIG. 1

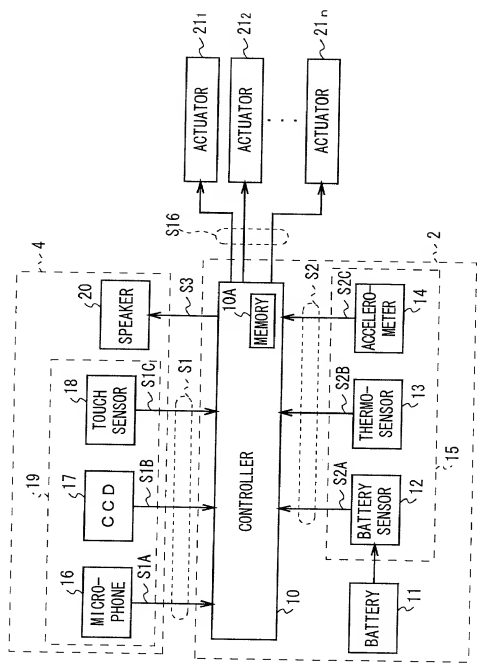


FIG. 2

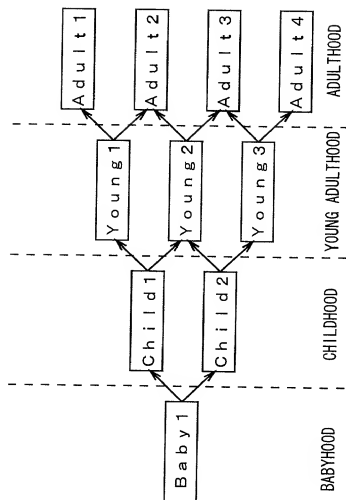


FIG. 3

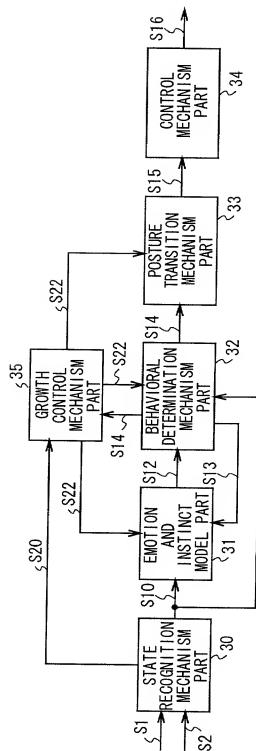


FIG. 4

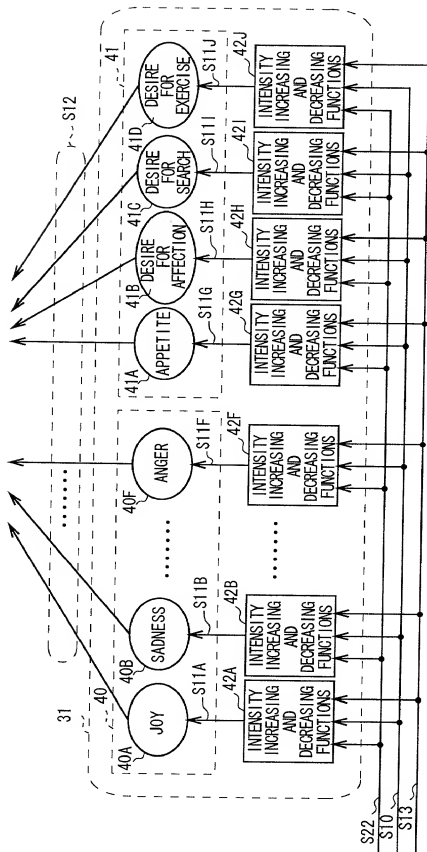


FIG. 5

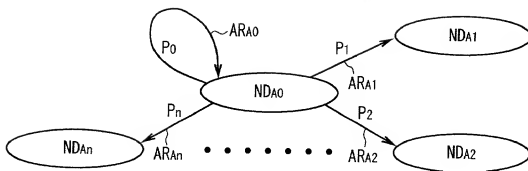


FIG. 6

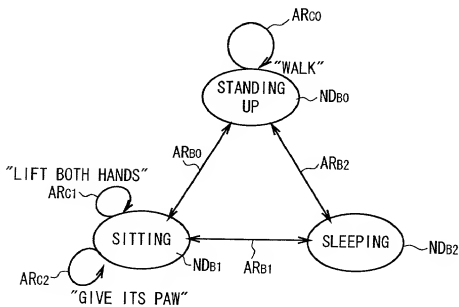


FIG. 8

NODE TRANSFERRED TO OUTPUT ACTION	INPUT EVENT NAMES		DATA EXTENTS		TRANSITION PROBABILITIES TO ANOTHER NODE			
					A	B	C	D
node 100					node 120	node 120	node 1000	n
					ACTION 1	ACTION 2	MOVE BACK	node 600
1	BALL	SIZE	0, 1000		30%			ACTION 4
2	PAT					40%		
3	HIT					20%		
4	MOTION						50%	
5	OBSTACLE	DISTANCE	0, 100				100%	
6		JOY	50, 100					
7		SURPRISE	50, 100					
8		SADNESS	50, 100					

50

FIG. 7

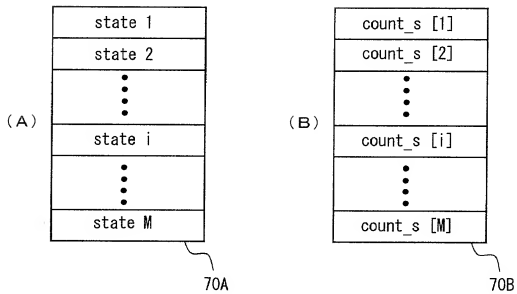


FIG. 9

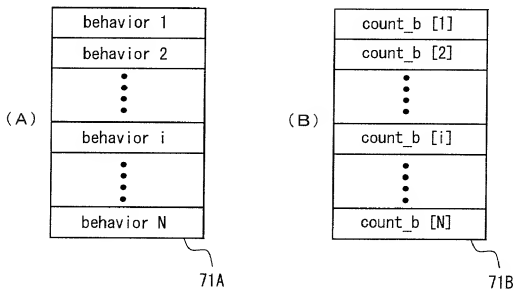
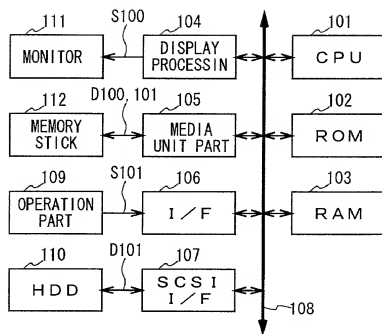


FIG. 10



100

FIG. 11

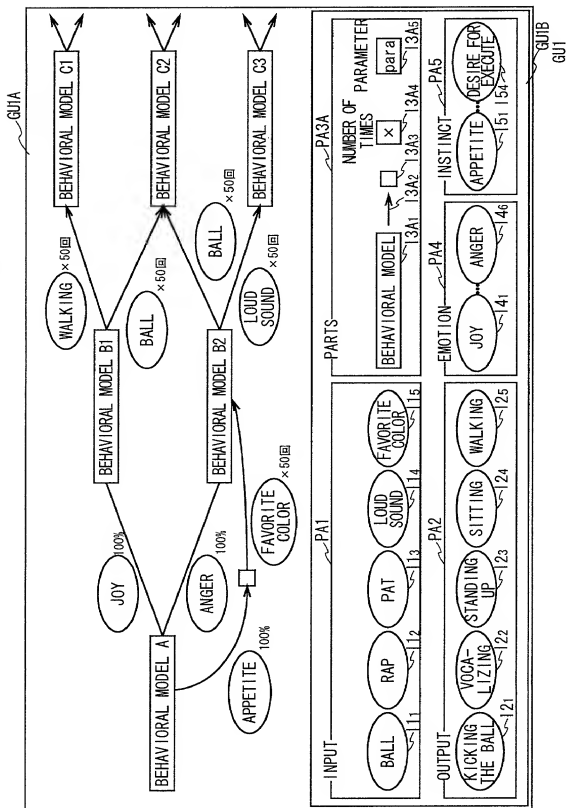
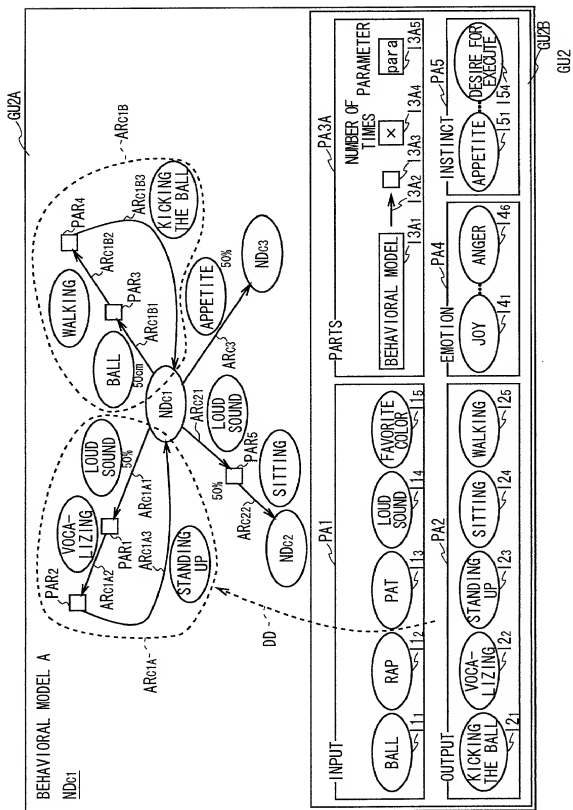


FIG. 12



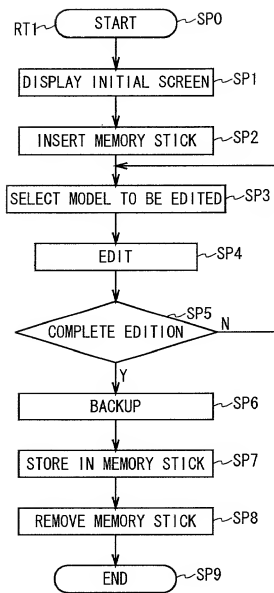


FIG. 14

1 ... pet robot, 10 ... controller, 10A ... memory, 15 ... internal sensor part, 19 ... external sensor part, 21₁ - 21_n ... actuator, 30 ... state recognition mechanism part, 31 ... emotion and instinct model part, 32 ... behavioral determination mechanism part, 33 ... posture transition mechanism part, 34 ... control mechanism part, 35 ... growth control mechanism part, 60 - 63 ... directed graph, 70A, 70B ... growth element list, 70B, 71B ... growth element counter tables, 100... editing apparatus, 101 ... CPU, 102 ... ROM, 103 ... RAM, 104 ... display processing circuit, 105 ... media unit, 112 ... memory stick, S1 ... external information signal, S2 ... internal information signal, S10, S20 ... state recognition information, S14 ... behavioral determination information, S22 ... change command information, S100 ... video signal, S101 ... command, D100 ... various information, S101 ... editing data, GU1 ... growth model edit screen, GU2 ... behavioral model edit screen, RT1 ... editing procedure.